

CHASE-N-COUNTER™

The pocket calculator that
plays three challenging adventure games.

OWNER'S MANUAL

GAME 1
TREASURE TREK™

GAME 2
CHOMP 'n CHASE™

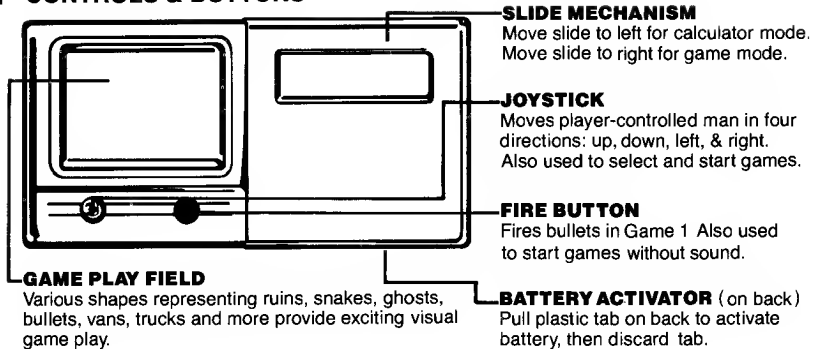
GAME 3
DOUBLE CROSS™

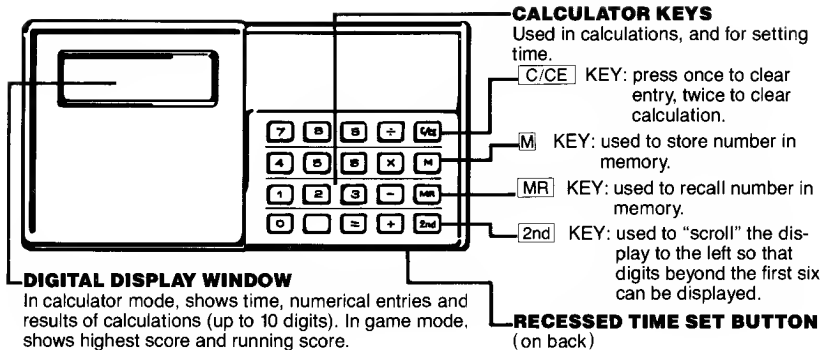
TIME

3 ADVENTURE GAMES • FULL FUNCTION CALCULATOR
TIME • HIGH SCORE MEMORY

GCE
ENTERTAINING NEW IDEAS.

1 CONTROLS & BUTTONS





3 TIME

- To set time:
 1. Press RECESSED TIME SET BUTTON with any pointed object, such as a pen or pencil point.
 2. Press appropriately numbered CALCULATOR KEYS to set hours.
 3. Press appropriately numbered CALCULATOR KEYS to set minutes.
 4. Press **M** key to lock in time.
- Time will read out continuously except during calculation and game play. To resume time readout, move slide mechanism to the alternate position. In calculator mode, the time will automatically reappear after 4 to 5 minutes of no-user activity.

CALCULATOR FEATURES

Your Chase-N-Counter is a full-function calculator. To use Chase-N-Counter as a calculator, move the slide mechanism to the left.

Memory Feature

- To enter a number in the memory, press **M** . To recall the number in memory, press **MR** .

When there is a number in the memory, a dot will appear in the upper left corner of the display window.
- Memory will be cleared automatically if calculator is not used for 4-5 minutes. It will also be cleared by returning to the time or changing to game mode.

- If a new number is entered in the memory, the new number will replace the previous number.

Arithmetic Calculations

- To perform a calculation, enter the first number desired. Press the $+$, $-$, \times , or \div key for the appropriate function. Enter the second number. Keep entering functions and numbers alternately until all numbers are entered. Press the $=$ key and your answer will appear. If the answer is negative, a minus sign will appear at the left.

Example: $(4 + 3) \times 6 = ?$

Press	Display
4	4
$+$	4
3	3
\times	7
6	6
$=$	42
	<i>Answer: 42</i>

Example: $4 + (3 \times 6) = ?$

Press	Display
3	3
×	3
6	6
=	18
M	18
C/CE	0
4	4
+	4
MR	18
=	22

Answer: 22

Answers More Than 6 Digits

- Your Chase-N-Counter can display answers up to 10 digits long. If the number to be displayed is greater than 999,999 press **2nd** and the remaining digits will appear.

Example: $514,268 \times 9 = ?$

Press	Display
5 1 4 2 6 8	514268
×	514268
9	9
=	462841
2nd	2

Answer: 4,628,412

- If the answer is more than ten digits, a letter "E" is displayed and the **C/CE** key must be pressed before resuming calculations. If answer is negative, the maximum number of digits that can be displayed is nine.

will be displayed and the **C/CE** key must be pressed before resuming calculations. An "E" will also appear if the answer is longer than ten digits.

Clearing Entries

- A mistaken entry can be cleared by pressing the **C/CE** key *once*. Press this key *twice* to clear the entire calculation.

Error Message

- If an impossible operation is entered (e.g. dividing any number by zero), the letter "E"

7 SELECTING & STARTING GAMES

- The JOYSTICK is used to select all games and start all games *with* sounds. Once in game mode, moving the JOYSTICK to the up position (↑) selects Game 1, right position (→) chooses Game 2, and down (↓) gives you Game 3.
- To play without sounds, press the FIRE BUTTON at the same time you move the JOYSTICK in the appropriate direction.
- When a game ends, the score will be displayed until the JOYSTICK is moved to begin another game or 4–5 minutes have passed (unit then displays the time).

HIGH SCORE MEMORY

- The computer's memory retains the highest score achieved on each of the 3 games. When any game is started, the previous high score is displayed while the JOYSTICK is pushed. The High Score Memory will be erased when the RECESSED TIME SET BUTTON is pressed or the batteries are removed. High scores are only retained if a game is completed.

SCORING ROLLOVERS

- If a score above 99,999 is reached, the score display will rollover and begin again at 0. High Score Memory will retain the number showing at the end of the game.

BATTERY REPLACEMENT

- Chase-N-Counter operates on two 1.5 volt watch-type batteries, designed to give many months of use. If product does not seem to work properly, batteries probably need replacement. We recommend silver oxide batteries (e.g. Eveready #357), to ensure maximum battery life. Alkaline batteries (e.g. Eveready #A76) which are less expensive, will also work, but the display will not be as bright. To change batteries, simply remove battery compartment cover with a screw-driver, insert new batteries as shown on the diagram on the back of the case, and then snap on the compartment cover.

9 HELPFUL HINTS

- The large plastic BATTERY ACTIVATOR tab included with the product should be *discarded* after it is pulled. The *only* function of this tab is to deactivate the battery from the time the product is manufactured until it is used by the consumer. There is no reason to deactivate the battery again once the product is in use because the batteries will last for several months while the product is in continuous use.
- If Chase-N-Counter does not start operating when BATTERY ACTIVATOR tab is removed, or does not seem to be working properly, press the RECESSED TIME SET BUTTON. The entire display should flash on and off.

You should then set the proper time using the CALCULATOR KEYS and **[M]** BUTTON.

- Getting practice with with the JOYSTICK will improve your scores. The JOYSTICK can be operated easily with the tip of one finger. Be sure to return it to the center position after each move.

Object: To locate treasures found in the ancient ruins without losing too many archaeologists.

Game Play: After starting Game 1, a layout of the ancient village will appear and one of the buildings will blink. You can choose which outer building you wish to enter by pushing the JOYSTICK up (↑), down (↓), right (→), or left (←) to move the blinking to the desired building. When your desired building is blinking, press the FIRE BUTTON. You will automatically be transported inside that building. Here you will find a treasure (square shape). You must walk to the treasure by pushing the JOYSTICK in the indicated direction. Each movement will cause your man to move one space. Remember to recenter the

JOYSTICK between moves. Once you land on the treasure you will have to escape the building by the same door in which you entered.

Capturing the treasure and leaving the building are made more difficult by the appearance of snakes, arrows and boulders in the outer buildings. The snakes can be hit by bullets. One bullet is released each time you press the FIRE BUTTON. The arrows and boulders are not affected by your bullets, so you can only hope to avoid them. Therefore, no bullets can be fired in rooms inhabited by arrows or boulders.

There are two secret passages to the inner buildings, one for each inner building. The passage is entered when you step on a "Secret Square." A "Secret Square" can only

be found in a building where the treasure has already been retrieved and which you have successfully escaped from once. When you step on a "Secret Square" you will travel mysteriously to an inner building and will find another hidden treasure. You must capture this treasure and then find your way back to the outer building by leaving through the door where you entered. You must be especially careful in the small buildings because the Ghost of the Ancient Wizard makes his home there (though he can mysteriously find his way into any of the buildings). He will try to kill you, so stay out of his way!

Once you rescue the treasure in a building, no other treasure will be found there during that round. If you manage to capture all eight

treasures you will begin the next round and face a new series of dangers that move even faster, in your quest to capture as many treasures as possible. The game ends when 4 archaeologists are destroyed.

Scoring: 500 points are awarded for capturing the treasure in the six outer buildings and 500 points are awarded for exiting each of those buildings safely. 2500 points are awarded for capturing the treasure in the two inner buildings and 2500 points are awarded for exiting each of those buildings safely. Destroying each snake is worth 1 point. 1000 points are earned for completing each round. For each 10,000 points earned an extra man is awarded.

Object: To survive an excursion through six game fields while being chased by man-eating monsters.

Game Play: When Game 2 is selected, your man will appear in one of the maze sections. Use the JOYSTICK to move your man in any of four directions, up (↑), down (↓), right (→), or left (←). Your man moves one space each time the JOYSTICK is pushed. The JOYSTICK must then be recentered before moving your man again. Manuever your man in a narrow path through the maze in an effort to avoid the man-eating monsters. You can walk off the screen onto the adjoining game field, but the monsters will follow you.

Your only hope is to find and eat a "Power Spot" which will allow you to turn around and eat the monsters. You'd better hurry . . . you will only remain powerful while in that game field and the effects last for a limited period of time. After you've eaten all 4 power spots, you will move on to round 2, where the monsters move even faster. Each succeeding round gets more difficult. The game ends when you have been eaten 4 times.

Scoring: 250 points are awarded for each "Power Spot" eaten and 50 points for each monster eaten. 500 points are earned for each round completed. For each 10,000 points earned a free man is awarded.

13 GAME 3: DOUBLE CROSS™

Object: To cross a busy four lane highway without getting run over.

Game Play: When Game 3 is selected, the traffic begins moving in both directions. Only slow moving trucks will be on the highway at first. You will then appear on one side of the highway. Use the JOYSTICK to move your man in any of four directions, up (↑), down (↓), right (→), or left (←) while trying to cross to the other side. Your man moves one space each time the JOYSTICK is pushed. The JOYSTICK must then be recentered before moving your man again. Maneuver your man through the traffic and into a safe zone on the other side. If you are successful in

crossing to the other side, you will have to cross the road again in the opposite direction. After the first "double cross," fast-moving cars will also appear. With each "double cross" the vehicles will get even faster. The game ends after 4 men have been destroyed.

Scoring: 25 points are awarded for each lane crossed. 50 points are earned for successfully crossing to the other side of the road. For each 10,000 points earned an extra man is awarded.

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The original purchaser must return the product to the dealer with proof of the date of purchase or mail it, properly packaged, prepaid and insured to:

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If you return the product without proof of the date of purchase, or after the 90 day warranty period has expired, it will be repaired or replaced with a new or reconditioned unit, at our option, for a \$10.00 service charge. Please include a check or money order in the full amount along with your name, address, city, state and zip code. This non-warranty service will only be available within one year from the date of purchase.

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